

**The smash hit follow
up to 'Yie Ar Kung-Fu'!**



Screen shots from arcade version – home
micro versions may differ.

Our hero has finally mastered the secret
martial art "CHIN'S SHAO-LIN" but is
trapped by triad gangs. With kicks and
other secret powers, escape from and
travel SHAO-LIN'S road to freedom!

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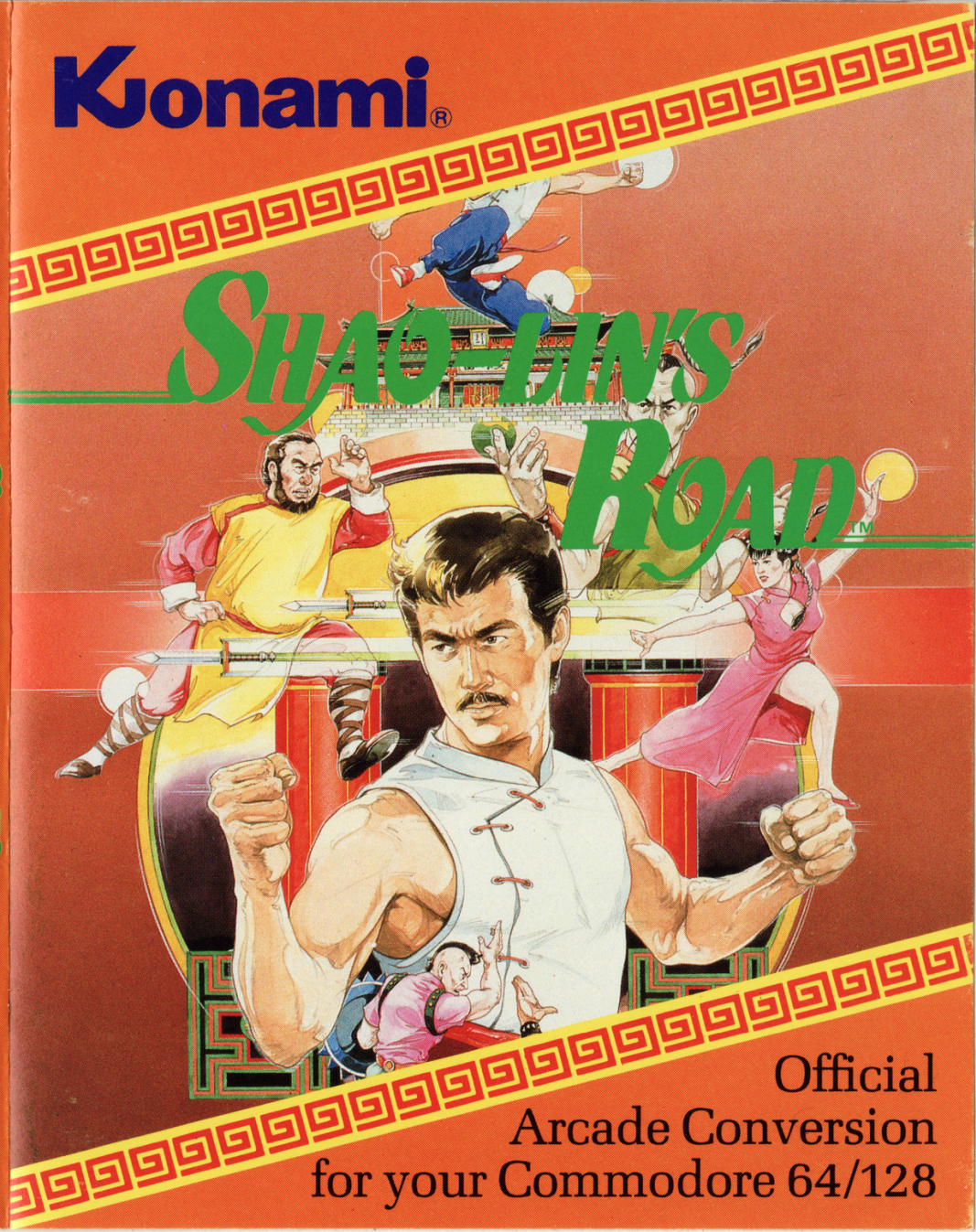


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EDG 9CA

Konami®

SHAO-LIN'S ROAD™



**Official
Arcade Conversion
for your Commodore 64/128**

SHAO-LIN'S ROAD™

LOADING THE GAME:

Spectrum: Just enter LOAD"" and press ENTER and the game will load and start automatically.

Amstrad: Load the game by entering RUN" (or press CONTROL and ENTER). This instruction will work for both the tape and disc versions.

Commodore 64: Load the tape version by pressing RUN/STOP and SHIFT at the same time. Load the disc version by entering: LOAD""*,8,1

PLAYING THE GAME:

As our Hero Lee you have finally mastered the secret martial art, "Chin's Shao-Lin". You find yourself trapped in the temple by hoards of Triads. Using your kicking skills and magic powers you must fight off the Triads and get out of the temple and head for the road to freedom.

At each step of your way on your road to freedom you will encounter more and more of the Triads, and at each stage you will discover one that is particularly skillful! Look out for flying kicks, breathing flame, and punches that come clear out of nowhere!

CONTROLS:

Your control of Lee allows you to kick, jump over opponents, jump up and down levels, and to use various magic skills you can acquire during the game. Killing some of your opponents will result in a ball of energy being shot across the playing area – successfully catch this ball and you will temporarily possess one of several magic powers. Using the KICK button whilst you possess the power will fire the magic at your opponents.

Keyboard: On each version you will be given the option to define which keys you wish to press to be able to control Lee's movements and fighting.

Joystick:

Spectrum – This version is compatible with the following interfaces: Kempston, Sinclair, and any supporting the cursor key usage.

Commodore 64 – use the joystick in port 1 in the usual manner.

Amstrad – use the joystick in the port in the usual manner.

ACKNOWLEDGEMENTS:

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